



User's Manual for ArpEdit

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Introduction into User's Manual for ArpEdit

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The purpose of the document

The *User's Manual for ArpEdit* is a reference tool and contains information needed to work with the *ArpEdit*. This utility is included in the basic distribution of the *Intellect* software package.

The following materials are included in this manual:

1. General information on *ArpEdit*.
2. User guidelines for *ArpEdit*.

The purpose of *ArpEdit*

ArpEdit is designed to perform the following functions:

1. Creating badge forms for the **Access Control Service** module (in the form of files with the .arp extension).
2. Creating user dialog boxes (in the form of files with the .dlg extension).



Note.

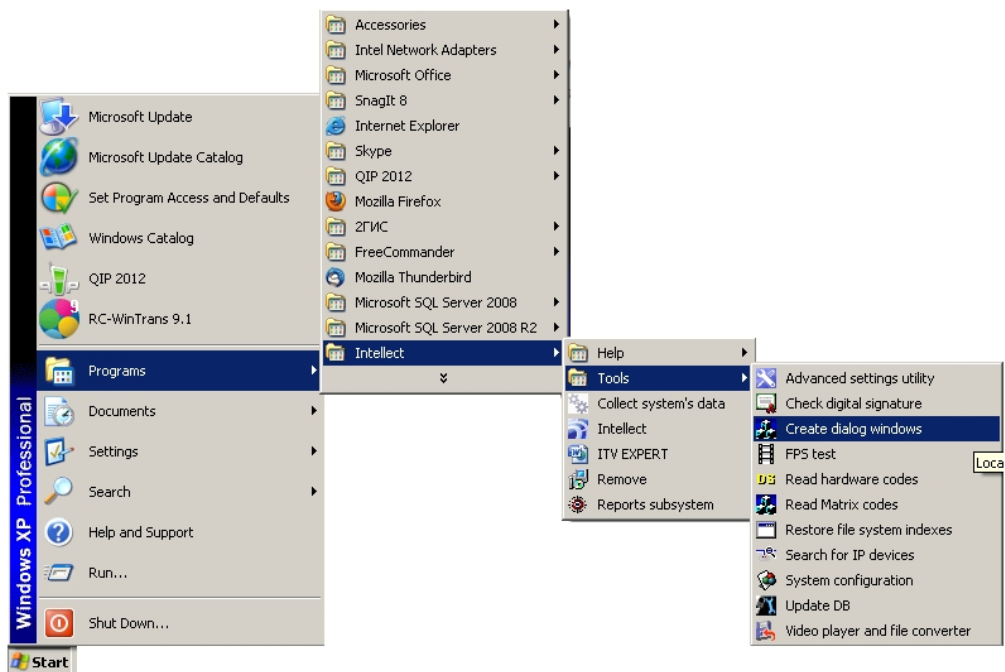
The dialog box is connected to Intellect via a system operator **object query window** and displayed as a result of the macro commands that are specifically designed to work with this dialog box. Thus, the *ArpEdit* utility allows you to completely adapt *Intellect* to solve particular problems of control and security at a production facility.

General principles of operating ArpEdit

Starting and shutting down ArpEdit

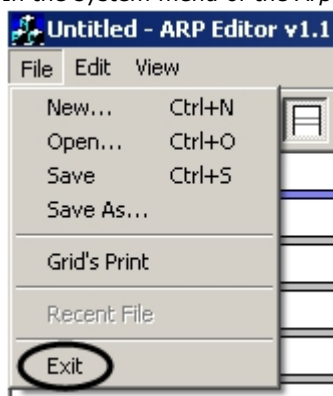
Launching *ArpEdit* can be done in one of the following ways:

1. Launch from the *Intellect* installation directory. To launch the *ArpEdit* utility from the *Intellect* installation directory, follow these steps:
 - a. Go to the folder where you installed *Intellect* (default directory is C:\Program files\Intellect).
 - b. Go to the **Tools\Arpedit** folder.
 - c. Launch the file arpedit.exe.
2. Launch from the **Start** menu. To launch the *ArpEdit* utility from the **Start** menu, select the menu item **Create dialog box**, located in **Start -> Programs -> Intellect -> Utilities**.



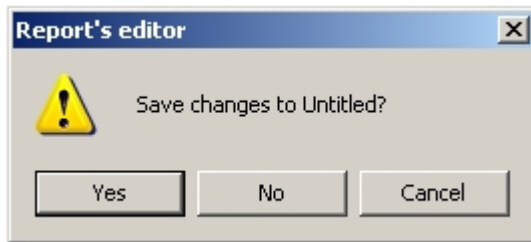
Closing the operation of the *ArpEdit* utility may be done in one of the following ways:

1. In the system menu of the *ArpEdit* utility, in the **File** heading, select **Exit**.



2. Click .

If the document contains any unsaved changes, a **Report editor** dialog box appears.



To confirm the changes, click **Yes**. To exit the program without saving the changes, click **No**.

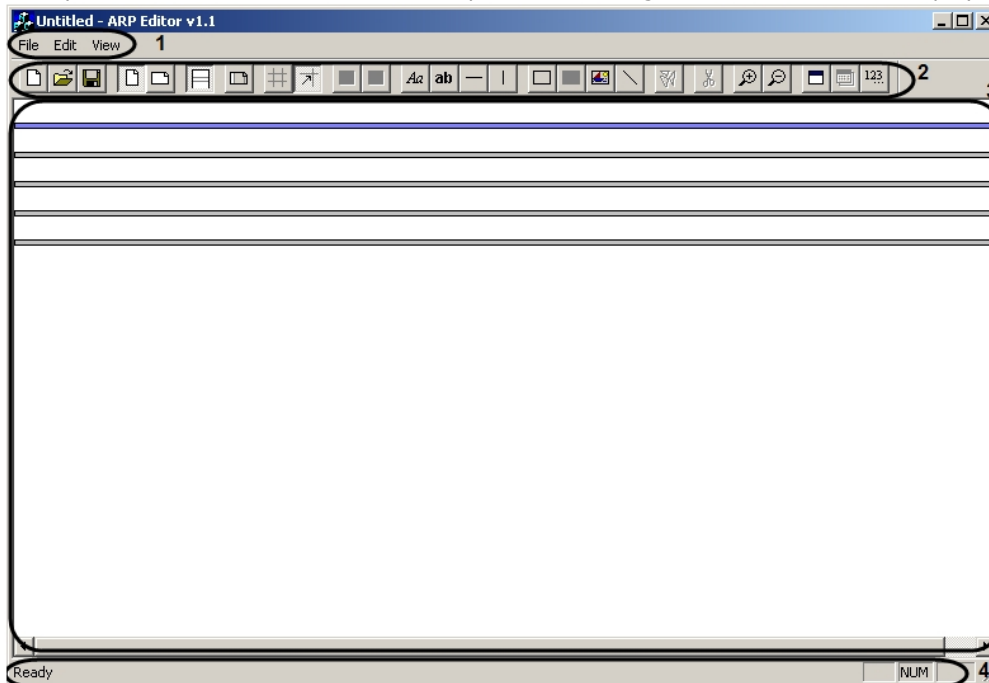
The utility window will close.

Description of the interface elements of the ArpEdit utility

The *ArpEdit* utility window contains the following key interface elements:

Note. More information on the interface elements of the ArpEdit utility can be found in the appendix (see [APPENDIX 1. Interface elements of the ArpEdit utility](#)).

1. The System menu. Provides access to file operations, editing functions and window display settings for the *ArpEdit* utility (1).



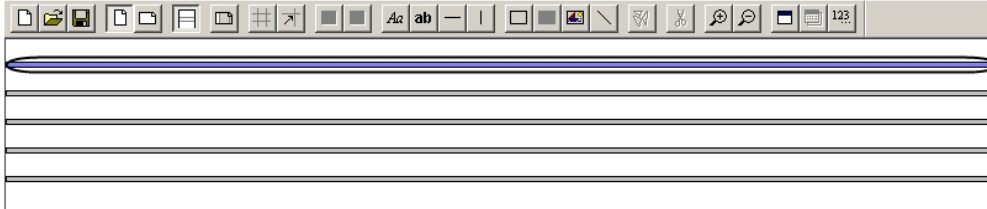
2. Toolbar. Provides access to key features of the utility (2).

3. Workspace. Contains elements of the badge or dialog box, add users, and allows for the management of placement and sizes (**3**).
4. The status bar displays information about the actions produced by the utility (**4**).

Creating ArpEdit objects

ArpEdit objects are divided into the user interface and variable elements. To create a new object in the workspace, follow these steps:

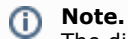
1. Select a section of the workspace where you want to add an item, click on it. The selected part will be highlighted in blue.



2. Go to the *ArpEdit* toolbar.



3. Select the object to be added by clicking the left mouse button on the appropriate icon on the toolbar (see description below).
4. Click the left mouse button at the point in the workspace in which to place the upper left corner of the object.



Note.

The dimensions of the created object can be changed in two ways:

1. By dragging the right or bottom edge of the object with the mouse.
2. By setting new values for the height and width of the object in the field box (see [Setting field variables](#)).

The position of the created object can also be modified in two ways:

1. Dragging the object with the mouse from the top or left edge.
2. By setting the new position of the object in the field variable window (see [Setting field variables](#)).

ArpEdit objects:



Name	Description	Purpose
Text	Fixed text field	Display fixed text field



Name	Description	Purpose

Variable	Variable text field, hidden text box, button or drop-down list.	1. Displays information from the database when creating badges; 2. Variable when creating dialog boxes
-----------------	---	---



Name	Description	Purpose
Line	A line of given length and direction	Design element



Name	Description	Purpose
Frame	Set rectangular frame sizes	Design element



Name	Description	Purpose
Square	Set filled square sizes	Design element



Name	Description	Purpose
Image	Image placed at a specific location	Insert client photographs in the badge form for printing

Creating a new object is finished.

Setting object display variables

Setting field variables

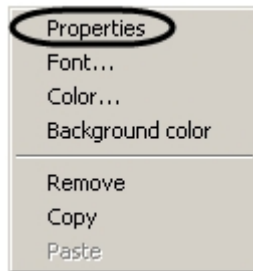
To set the field variables, follow these steps:

1. In order to set the field variables, it is necessary to select the variables of the object in the workspace, and open the **Variables** field in one the following ways:
 - a. Click  on the toolbar;
 - b. In the object functional menu, select **Properties**.

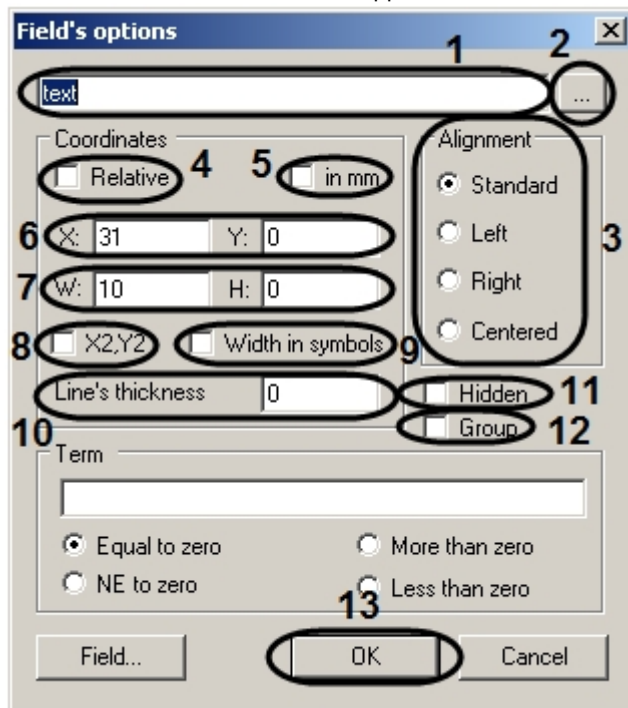


Note.

The object functional menu is opened by right-clicking anywhere inside the object.



2. The **Field variables** window will appear.



3. In the text field (1) enter information describing the field:
 - a. Enter text in **Text field**, which will be displayed in the text field.
 - b. For **Variable**, enter the variable name.
 - c. For an **Image**, enter the image address in quotes. The image must be placed in one of the following folders:
 - i. In the *Intellect* software installation folder (e.g. C:\Program Files\Intellect), then in the field (1) enter the image name, e.g. "image.bmp".
 - ii. In the Bmp folder of the *Intellect* software installation folder (e.g. C:\Program Files\Intellect\Bmp), then enter the image file address as "Bmp\image.bmp" or "Bmp/image.bmp".
4. If you would like to fill in the text field with data from a text file or enter a large amount of data, then click the  button (2) and use a text editor (see the section in [APPENDIX 2. Entering text using the editor](#)).
5. Set the **Alignment** settings for the desired justification of the text within a selected object (3).

6. Select units of measure which will be used to size the object:
 - a. If the size of the object will be given in millimeters, then check the **in mm** box (5).
 - b. If the size of the object will be given in characters [symbols], then check the **Width in symbols** box (9).



Note.

The size of the object is given in characters [symbols] by default.

7. Set the position of the upper left of the object in one of the following ways:
 - a. Specify the absolute coordinates of the object. In this case you should indicate the position of the upper left corner by setting the X-axis in the **X** field, and the Y-axis in the **Y** field: (6)
 - b. Specify the relative coordinates of the object. In this case you should check the **Relative** box (4).
8. The width and height of the object can be set in one of the following ways:
 - a. Specify the width of the object in the **W** field, and the height of object in the **H** field (7).
 - b. Specify the coordinates of the lower-right corner. To do this, check the **X2, Y2** box (8). The **W** and **H** fields will be by **X2** and **Y2**. After this, specify the coordinates of the lower-right corner of the object using the **X2** field for the x-axis and the **Y2** field for the y-axis.

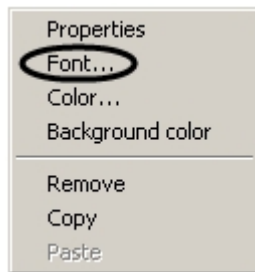
9. Specify the line thickness in the **Line thickness** field in the desired units (10).
10. If a custom object should be on the badge or there is a dialog window, but it should not be visible to the user, then check the **Hidden** box (11).
11. If the object must be part of a group, check the **Group** box (12).
12. Click **OK** (13).

Setting the variables is completed.

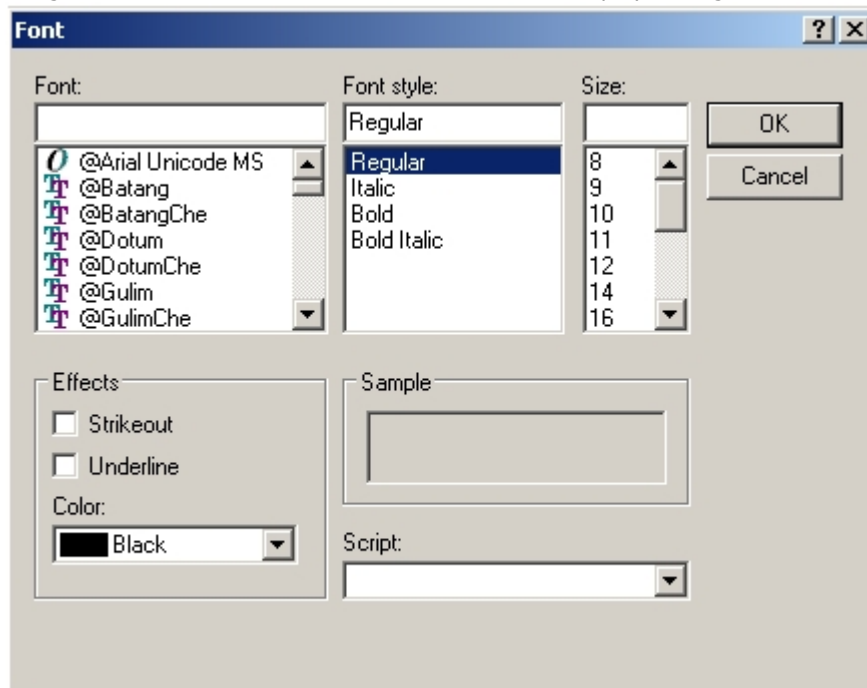
Setting the text font

To set the text font, follow these steps:

1. Select **Font** from the menu...



2. Using the standard font selection menu, set the text display settings.

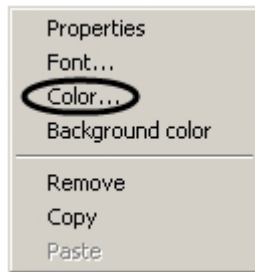


Setting the text font is completed.

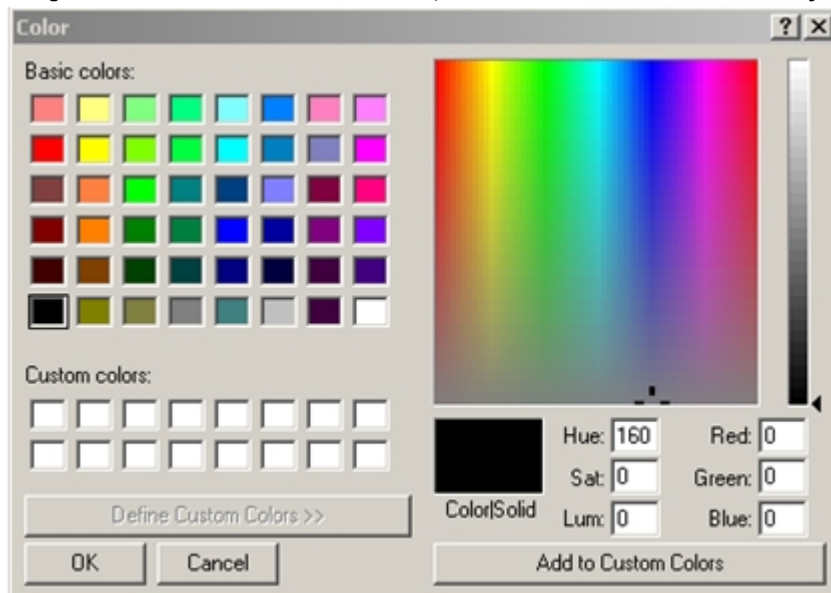
Setting the color

To set the color, follow these steps:

1. Select **Color** from the menu.



2. Using the standard color selection menu, select the color desired for the object.

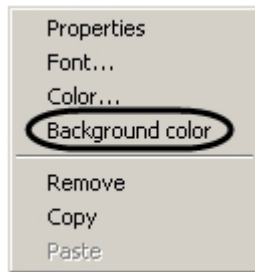


Setting the color of the object is completed.

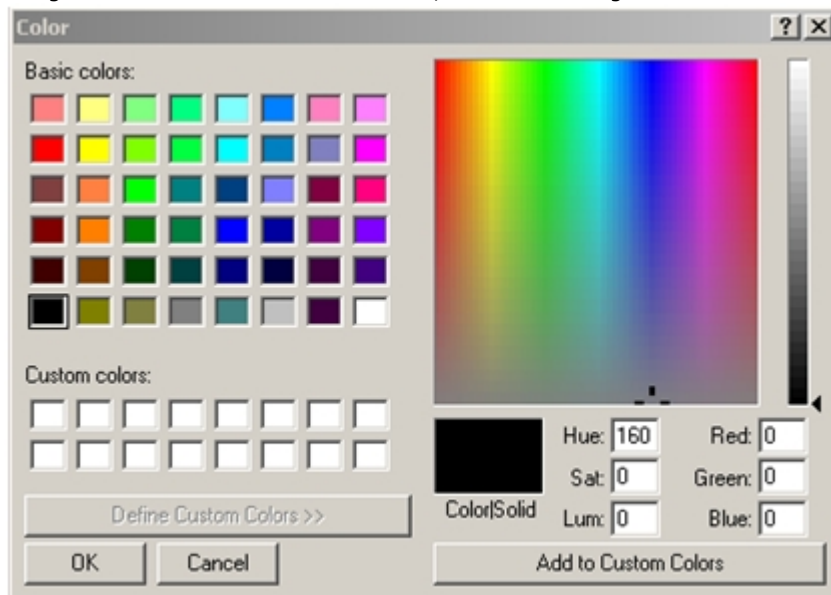
Setting the background color of the object

To set the background color of the object, follow these steps:

1. Select **Background color** from the menu.



2. Using the standard color selection menu, select the background color desired for the object.



Setting the background color of the object is completed.

Creating dialog boxes

Creating a dialog box form

In the *Intellect* dialog box, objects will be displayed in the *ArpEdit* workspace.

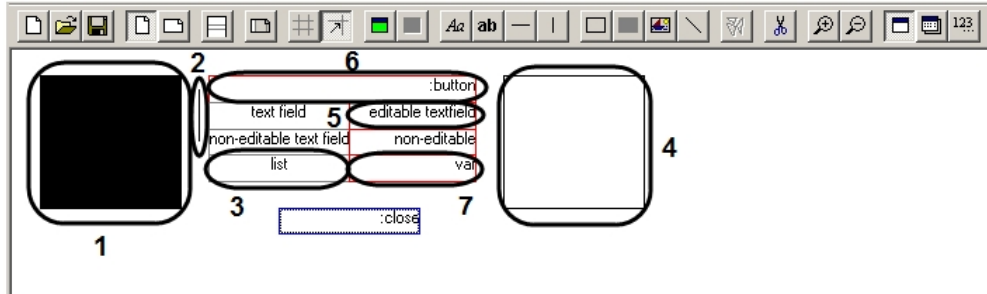
Create a dialog box form in the following order:

1. Create design elements in the workspace.
2. Create variables in the workspace.
3. Configure the design elements in the workspace.

Create design elements

The design element types in the dialog box correspond to their appearance on the workspace. You can add the following design elements to the dialog box form:

1. Square. Adding a square in the workspace is done by clicking on the  on the *ArpEdit* toolbar (1).



2. Line. Adding a line in the workspace is done using one of the following buttons:  on the *ArpEdit* toolbar (2).

3. Text field. Adding a text field in the workspace is done by clicking on the  on the *ArpEdit* toolbar (3).

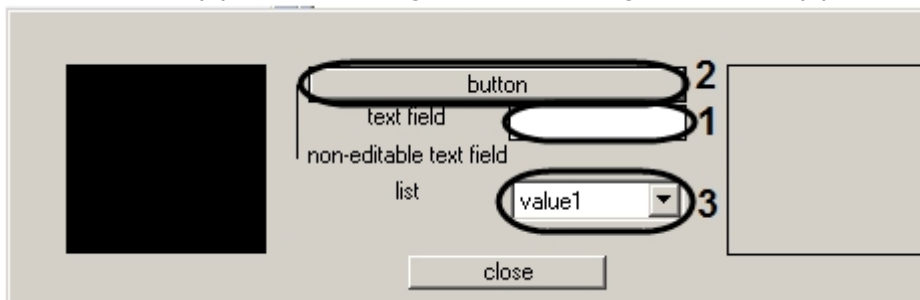
4. Frame. Adding a frame in the workspace is done by clicking on the  on the *ArpEdit* toolbar (4).

Creating design elements is completed.

Creating variables

Creating variables in the workspace is done using the  on the *ArpEdit* toolbar. Depending on the variable setting they may be displayed in the dialog box as follows:

1. Editable text field (1). Additional configuration after adding is not needed (5).



2. Button (2). In order to display a variable as a button in the dialog box, you must configure it after adding it to the workspace, as follows (6):

- a. Click  on the toolbar. The **Field options** window will open.

Field's options

Field: 1 :close

Default Value:

Calculation formula: 2 "DIALOG"|"1"|"CLOSE" ...

☐ Non-edit ☐ Hidden
☐ Prev. value ☐ Autogain

☒ String ☐ Integral ☐ Monetary unit
☐ Date ☐ Real ☐ Time
☐ Pulldown list ☐ Logical
☐ Fill with DB table

List filling:

Dictionaries

Links with another documents

Field's dividing

☐ List **OK** **Cancel**

- b. Place a colon in front of the variable name (1).
 - c. In the **Calculation formula** field, specify the variables for the DoReact function using quotes "," – which will be used with the button is clicked (2).
 - d. Click **OK**.
3. Drop-down list (3). In order to display a variable as a drop-down menu in the dialog box, you must configure it after adding it to workspace, as follows (7):
- a. Click  on the toolbar.
 - b. Double click on the frame around the variable name. The **Field options** window will open.

Field's options

Field:

Default Value:

Calculation formula:

☐ Non-edit ☐ Hidden
☐ Prev.value ☐ Autogain

☒ String ☐ Integral ☐ Monetary unit
☐ Date ☐ Real ☐ Time
☒ **Pulldown list** (1) ☐ Logical
☐ Fill with DB table (2)

List filling: ...

Dictionaries

Links with another documents

Field's dividing

☐ List

- c. Check the **Drop-down menu [Pulldown list]** box (1).
- d. If you would like to manually specify menu values, then you must enter the desired value in the **Fill list** field, using the character "|" as the separator between values (2).
- e. Click **OK**.

Creating variables is completed.

Setting up workspace objects

After adding interface elements and variables to the workspace, it is necessary to configure them. Configuring interface elements includes specifying their display variables (see the section on [Setting object display variables](#)).

To configure a variable, follow these steps:



1. Click  on the toolbar.
2. Double click the left mouse button on **Variable** menu item that you wish to set. The **Field options** window will open.
3. Enter the name of the variable in the **Text field (1)**.



Note.

If there is a colon in front of the variable name (for example :var), the when creating a dialog box it will be displayed as a button with the same name (var). At the same time, in the **Calculation formula** field (**3**) the variables for the DoReact function will be displayed, delineated by the "|" character.

The screenshot shows the 'Field's options' dialog box with the following elements and annotations:

- 1**: Points to the 'Field' dropdown menu, which is currently set to 'editable textfield'.
- 2**: Points to the 'Default Value' text input field.
- 3**: Points to the radio button group for variable types, with 'String' selected.
- 4**: Points to the checkboxes for variable formats: 'Monetary unit', 'Time', and 'Logical'.
- 5**: Points to the 'Non-edit' checkbox.
- 6**: Points to the 'Hidden' checkbox.
- 7**: Points to the 'OK' button.

Other visible elements include 'Prev. value', 'Autogain', 'Calculation formula', 'List filling', 'Dictionaries', 'Links with another documents', 'Field's dividing', and a 'List' checkbox at the bottom left.

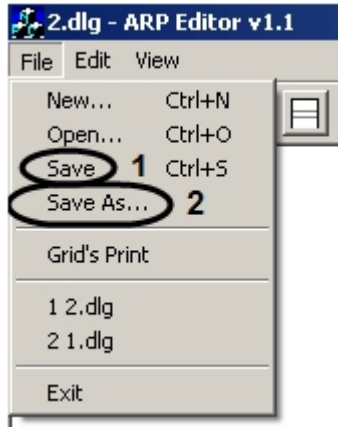
4. Enter the **Default value** in the field, of the variable that will be the default value (**2**).
5. Set the switches (**3**) to the position corresponding to the type of variable.
6. Specify the format for the variable. To do this you need to check one or more of the checkboxes in front of the format corresponding to the variable (**4**).
7. If you do not want to allow the value of the variable in the dialog box to be changed, then check the **Non-edit** box (**5**).
8. If you want the value of the variable to be present in the dialog box, but not visible, then check the **Hidden** box (**6**).
9. Click **OK** (**7**).

Configuring variables is completed.

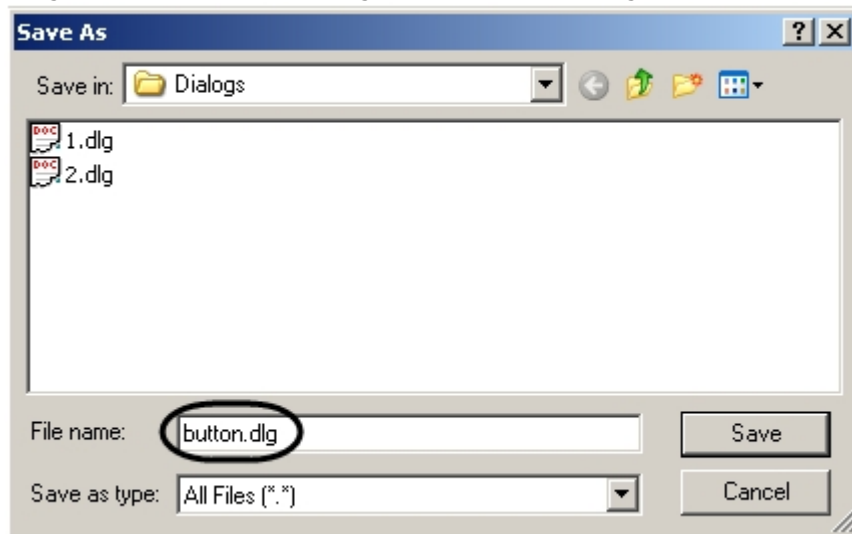
Saving the dialog box form

To save the dialog box form, follow these steps:

1. Select **File**, then click **Save** (1) or **Save as...** (2) to save the file under a new name.



2. Using the standard save file dialog, save the file with a .dlg extension [suffix].



Note.
The file extension should be entered manually in this case.

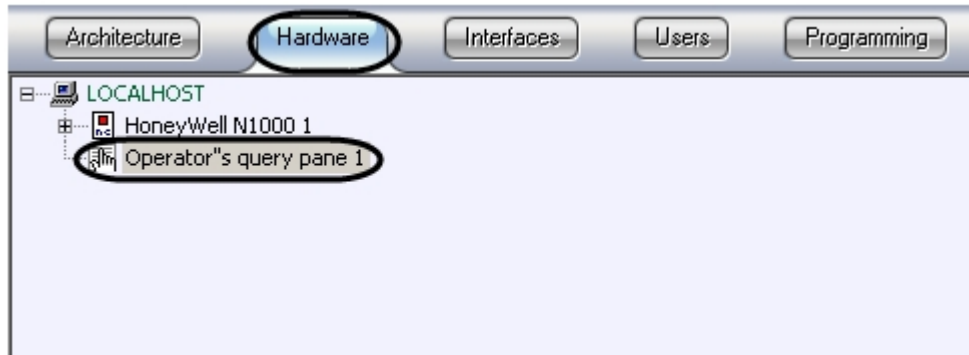
Important!
In order to have access to the saved dialog form file in *Intellect*, it should be saved in the following folder: <Path to installation directory of Intellect>/Program.

Saving the dialog bog form is completed.

Accessing the dialog box from Intellect

To access the dialog box from *Intellect*, follow these steps:

1. Create an **Operator query window** under the **Computer** object in the **Hardware** tab of the **Configure systems** menu.



Important!

When you create an Operator query window in the number field you should specify the name of the saved dialog box form in the relevant director.

A screenshot of a settings panel for an 'Operator query window'. It has a light blue background. There are three fields: 'Number' with a text box containing '1', 'Name' with a text box containing 'Operator's query pane 2', and a dropdown menu with 'LOCALHOST' selected. The dropdown menu has a small arrow pointing down.

2. Go to the settings panel of the Operator query window.

1 Operator's query pane 1

Computer ☐ Disable

LOCALHOST ☐ Allow moving

Settings

X: 40 Y: 40 1

Type	Number	Name	Event
Macro	1	Macro 1	Action executed

2 3 4 5

Apply Cancel

- Specify the window coordinates: in the **X** field specify the coordinates along the horizontal axis, in the **Y** field specify the coordinates along the vertical axis (1).
- From the drop-down menu, in the **Type** column, select the type of object that trigger a dialog box (2).
- From the drop-down menu, in the **Number** column, select the number of selected objected types (3).
- Double click the left mouse button on the **Name** column (4). The cell will be automatically completed with the name of the selected object.
- Specify the action to be performed upon the occurrence of a specified event, in the **Event** column (5).



Note.

In the example shown in the illustration above, the dialog box, created in the form, will be displayed from the macro.

button

text field

non-editable text field

list value1

close

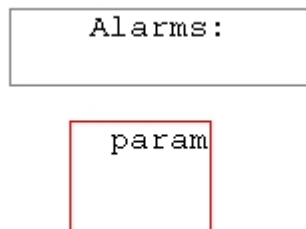
Dialog boxes are used for programming the *Intellect* software package. More information on the built-in programming language can be found in the *Intellect Software Package Programming Guide*.

Configuring the **Operator query window** is described in detail in the [Intellect Software Package. Administrator's Guide](#).

Example of creating a dialog bog to count the number of movements

This section provides an example of how to create a dialog box to count the number of movements. To create such a dialog box, follow these steps:

1. Create a text field with the text **Number of movements [Alarms:] (1)**.



The diagram shows a rectangular dialog box. Inside, there is a text field containing the text "Alarms:". Below this field, there is another text field containing the text "param".

2. Create variables (2).
3. Click  on the toolbar.
4. Double click on the frame around the variable name. The **Variable field** window will open.
5. For the name of the variable, name it **param (1)**.

Field's options

Field: ☒ Non-edit

Default Value: ☐ Prev. value

Calculation formula: ...

☒ String ☐ Integral ☐ Monetary unit
☐ Date ☐ Real ☐ Time
☐ Pull down list ☐ Logical
☐ Fill with DB table

List filling: ...

Dictionaries:

Links with another documents:

Field's dividing:

☐ List

OK Cancel

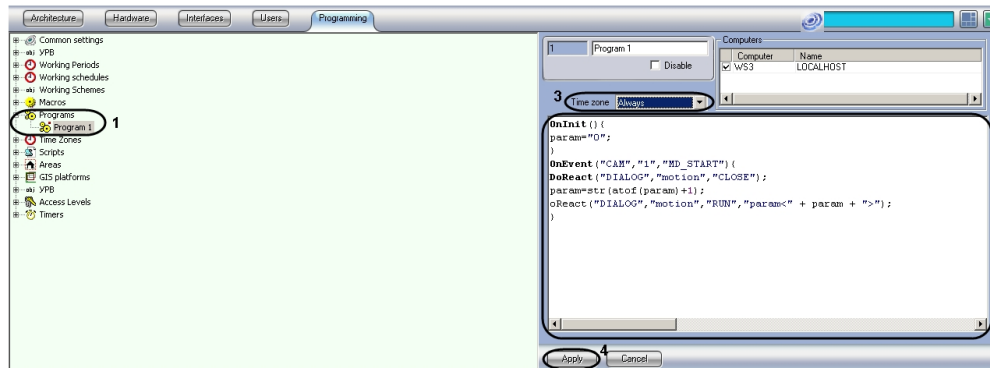
6. Check the **Non-edit** box (2).
7. Save the file with the name **motion.dlg** in the following folder: <Intellect installation directory>\Program
8. Run *Intellect*.
9. Create a directory try for the **Operator query window** in *Intellect* with the number **motion**.

Number:

Name:

▼

10. In *Intellect* create a **Program** under the **Programs** tab in the **Programming** dialog box of **System settings** (1).



11. Write the following code (2):

```
OnInit(){
param="0";
}
OnEvent("CAM","1","MD_START"){
DoReact("DIALOG","motion","CLOSE");
param=str(atof(param)+1);
DoReact("DIALOG","motion","RUN","param<" + param + ">");}
```

12. From the drop-down **Time zone** menu, select **Always** (3).

13. Click **Apply** (4)

This script indicates that if the video camera in sector 1 detects movement, then a **motion** operator query window will open, showing the number of movement alarms (**param**).



Working with badge forms

The *ArpEdit* utility supports work with the *Visitor Management System* (see [Visitor Management System Module Settings and Operation Guide](#)) module and allows you to create badge forms and output them for printing.

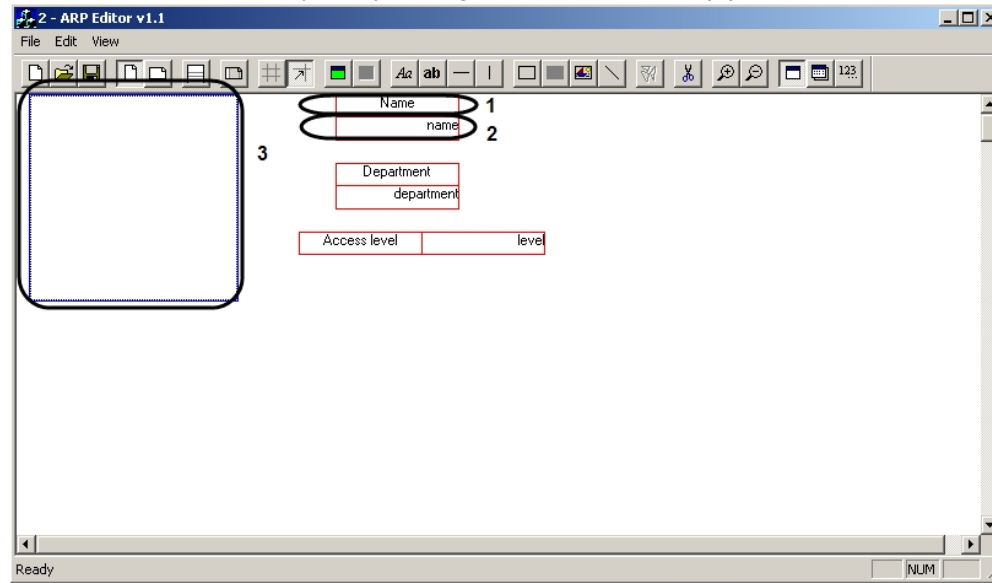
Creating a badge form

Before you start to create badge forms, you need to make sure that you have created an **Access Control Service** object, as well as departments and users in *Intellect*.

To create badge forms in the *Access Control Service*, follow these steps:

1. Select the workspace section where the items will be added to the interface. Each section represents a single page.
2. Create the required number of variables, as follows:

- a. Add a variable to the workspace by clicking  on the toolbar (1).



- b. Click  on the toolbar.
- c. Double click the left mouse button on the border of the **Variable** that you wish to set. This will open the **Field options** window.

Field's options

Field **1** ☐ Non-edit ☐ Hidden

Default Value ☐ Prev. value ☐ Autogain

Calculation formula ...

☒ String ☐ Integral ☐ Monetary unit

☐ Date ☐ Real ☐ Time

☐ Pull down list ☐ Logical

☐ Fill with DB table

List filling ...

Dictionaries

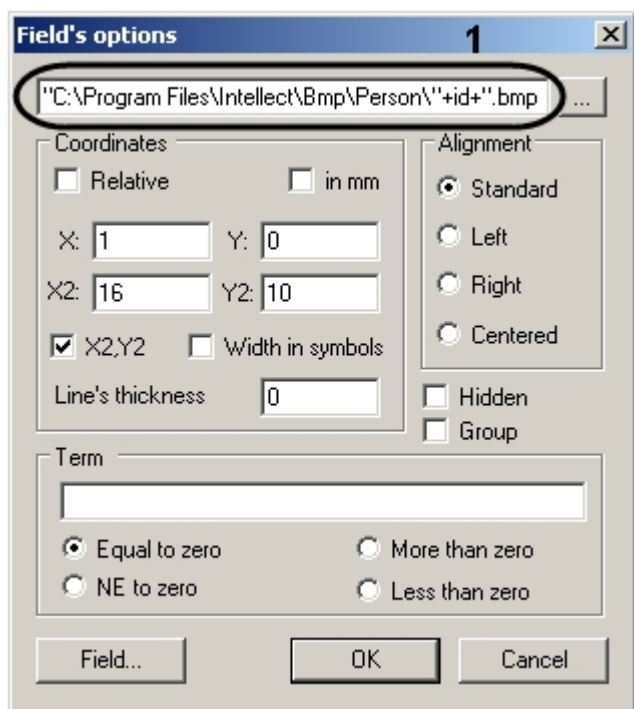
Links with another documents

Field's dividing

.						
.						

☐ List

- d. In the **Field** box [field], enter the name of the variable corresponding to the table in the *Intellect* database: `dbo.OBJ_PERSON`, from which data will be accessed for printing the badges (**1**).
3. Add the required design elements from the *ArpEdit* toolbar.
4. In order to allow the printing of photographs of employees on each pass for badge users, the **Image** should be set as follows:
5. Select the required **Image** and click  on the toolbar. The **Field options** window will open.



6. In the **Field options** window, specify the following text string: "<Intellect installation directory>\bmp\Person\' + id + ".bmp" (**1**). When outputting the badge to the printer, the **i** d variable will be automatically read from the data base, and photography assigned to that ID by *Intellect* will be printed on the badge.

Design elements used for badge forms:



Name	Description	Function
Text	Uneditable text field	Will display uneditable text information



Name	Description	Function
Line	Line of any given length and direction	Design element



Name	Description	Function
Frame	Rectangular frame of a specified size	Design element



Name	Description	Function
Square	Filled rectangle of a specified size	Design element



Name	Description	Function
Image	An image placed at a specified location	Insert user photographs on badge forms when printing

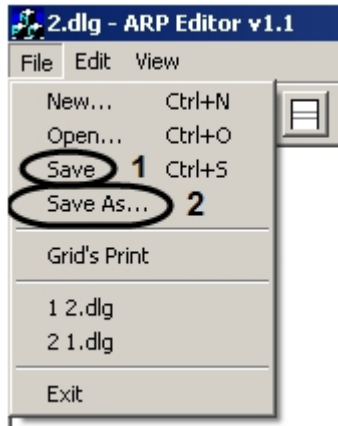
After adding all the required elements in the workspace, you must set the display variables (see section on [Setting object display variables](#)).

Creating badge forms is completed.

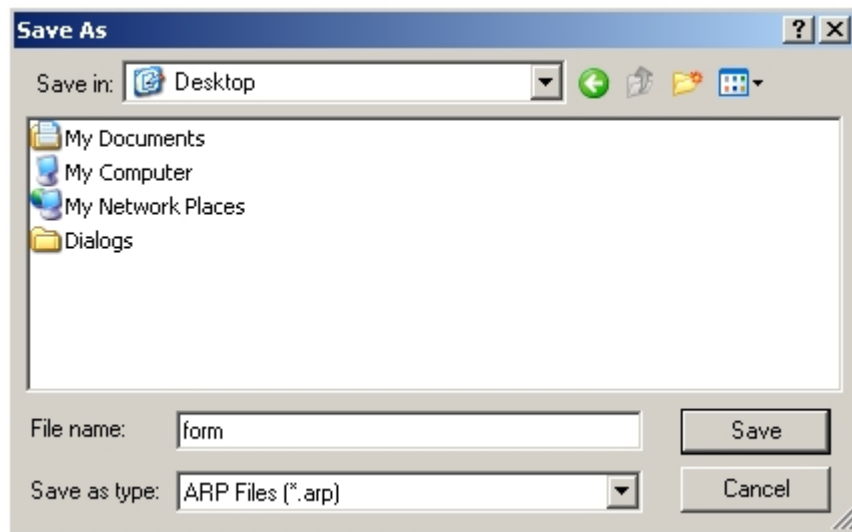
Saving badge forms

To save created badge forms, follow these steps:

1. From the **File** menu, select **Save** (1) or **Save as...** (2) to save a file with a new name.



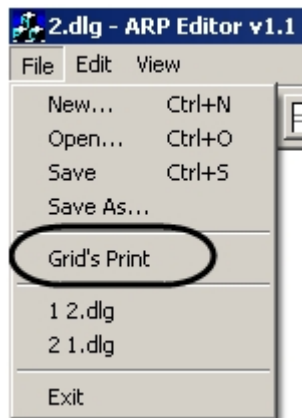
2. Using the standard save file menu, save the badge form file with a .arp extension.



Saving badge forms is complete.

Printing badges

To output badges for printing, select **Printer network [Print's Grid]** from the **File** menu.



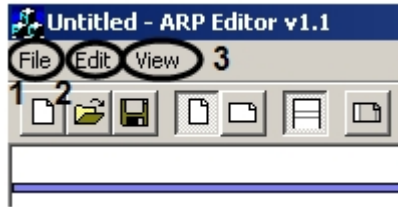
Outputting the badge to the printer is completed.

APPENDIX 1. Interface elements of the ArpEdit utility

System menu

The *ArpEdit* utility system menu provides access to the following functions:

1. File operations: creating, opening, saving, printing (**1**).

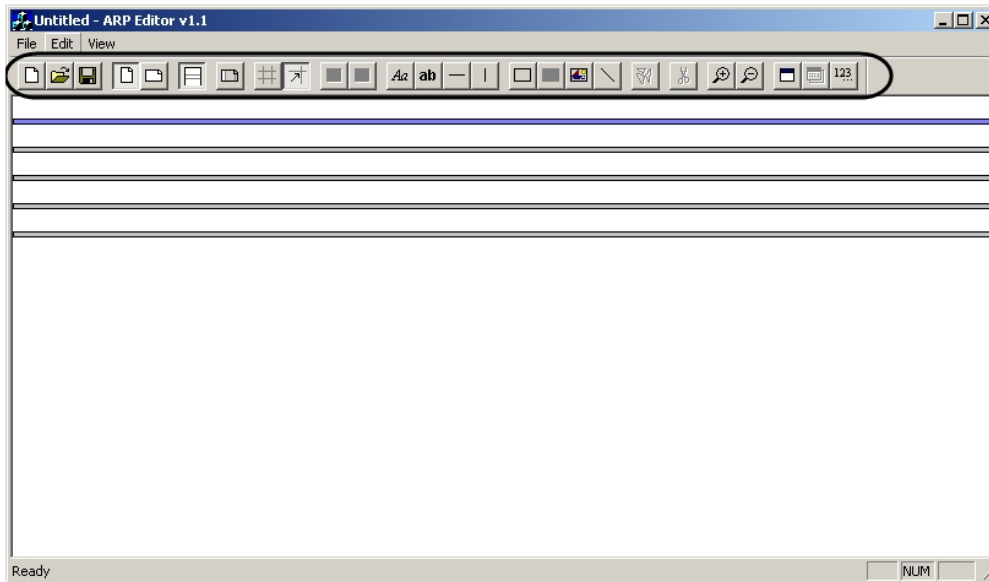


2. Text editing features (**2**).

3. *ArpEdit* utility window display settings. In this menu, you can enable or disable the display of the toolbar and status bar (**3**).

Toolbar

The main way to manipulate objects in *ArpEdit* is via a toolbar, that has buttons to control the utility.

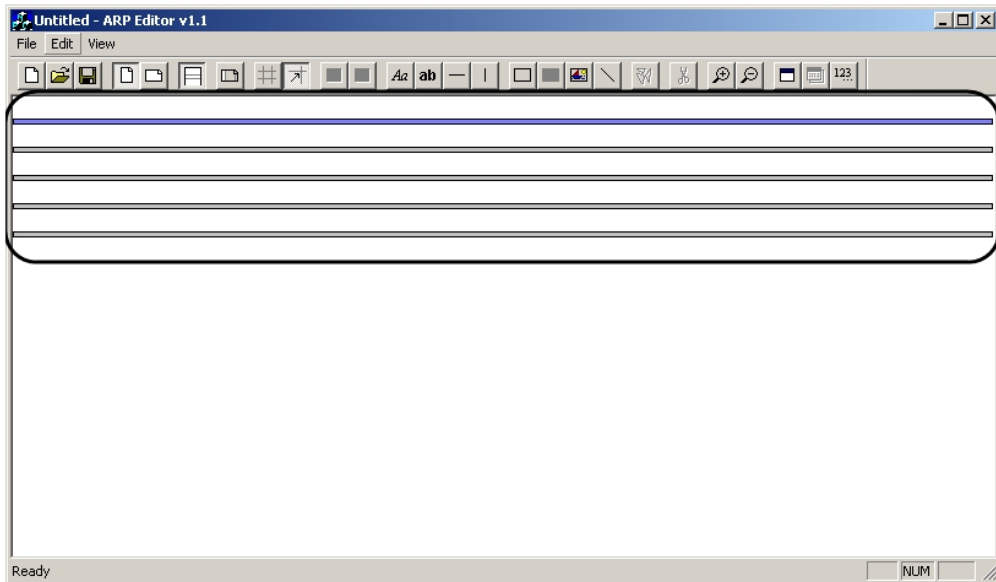


Description of the buttons in the *ArpEdit* utility toolbar:

Button image	Name	Function
Manipulation of <i>ArpEdit</i> documents		
	New	Create new document
	Open	Open file
	Save	Save text document
Managing an <i>ArpEdit</i> document		
	Orient vertically	When this element is activated, the page is oriented vertically
	Orient horizontally	When this element is activated, the page is oriented horizontally
	Display sections	Displays sections (pages) of the document (up to five)
	Show grid	Displays the mapping grid for the workspace
	Snap to grid	Snaps the object to the grid
	Zoom in	Increases the size of objects in the workspace
	Zoom out	Decreases the size of objects in the workspace
	Display options	Opens a settings window with display settings for the selected object
	Sort fields	Displays the fields in order by section
Adding objects to the <i>ArpEdit</i> workspace		
	Text	Insert a text field in the workspace
	Field	Insert a Variable (editable text field) in the workspace
	Horizontal line	Insert a horizontal line in the workspace
	Vertical line	Insert a vertical line in the workspace
	Frame	Insert a frame in the workspace
	Square	Insert a square (shaded rectangle) in the workspace
	Image	Insert an image in the workspace
	Line	Insert a line in any direction in the workspace
Object management		
	Separate text	Separate text using a linefeed as a separator
	Delete	Delete the selected object
	Form	Access the editor for variable parameters
	Form options	Set parameters for the connection with the data source

Workspace

The ArpEdit utility workspace is designed for the placement of objects in ArpEdit. When the Show sections button is activated, the workspace will be divided into sections by horizontal lines.



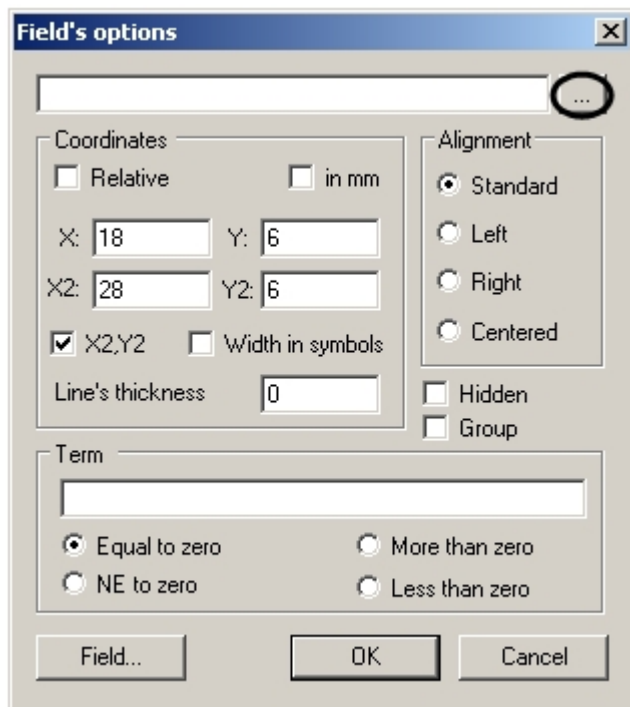
Each section will have its own page. To start editing a section, select it by clicking on the dividing line with the left mouse button. The selected section will be highlighted in blue.

APPENDIX 2. Entering text using the editor

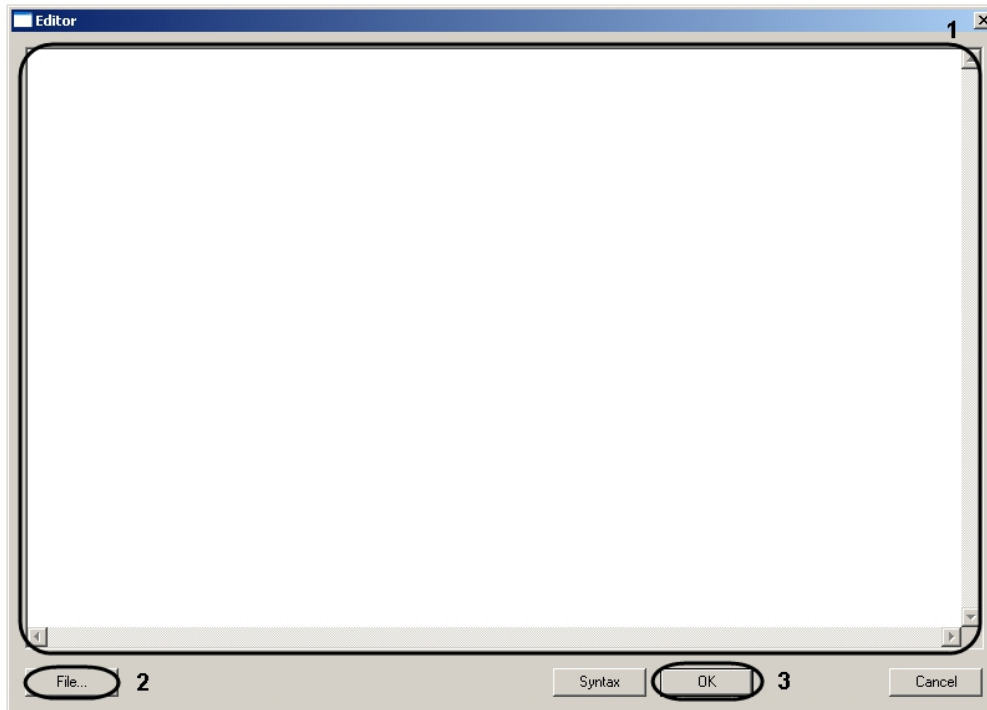
You can enter text in the variable settings using the built-in *ArpEdit* editor. This editor should be used when you want to fill in a text field with data from a text file or a large amount of data.

To enter text using the editor, follow these steps:

1. Click  next to the text field.



2. Open the **Editor** window.



3. Enter text in the text field (1).
4. If you want to paste the text into a text field from a text file, then click **File...** (2) using the standard open file dialog box, select the required text file. Text from the selected file will appear in the text field (1).
5. Click **OK** (3).

Entering text using the editor is completed.